



THE JACG NEWSLETTER

JACG

THE JERSEY ATARI COMPUTER GROUP

\$2.00

VOLUME 10 NUMBER 6

BBS : 201-298-0161

AUGUST 1990

FROM THE EDITOR'S DESK

Well, there is good news and bad news this month. The bad news is that I recieved a grand total of 4 1/2 pages of output from JACG members other than the president. (Not counting myself either.) 4 1/2 pages from 150+ members is not too good a showing.

The sort of good thing is that at least I already have two articles in the bag for next month. There will be the second installment of the FSII articles that start this month, plus I wanted to respond to an interesting letter from Joe Hicswa on software companys' marketing practices and why we don't see any more 8-bit software.

We should also have next month (I hope!) the article on the new BBS software. It has not been installed yet which is why the article is not appearing this month.

Next month also might see the first article from a new member, Lori Doerner, on music software that she uses on her ST. Maybe a review of Shanghai from yours truly. Time for the rest of you dudes to break out your word processors and get cracking! Join the fun, win exciting prizes, appear on Star Search! All this and more when you write articles for the JACG!! (All right, maybe you won't get on Star Search, but is that so bad?)

IN THIS ISSUE ...

- 3 Noise From the President - D. Noyes
- 4 July Meeting Notes - J. Hicswa
- 6 Double Click to the Rescue! - J. Dean
- 6 The Cockoo's Egg, A Review - J. Dean
- 7 Populous Review - D. Arlington
- 10 ... Daisy - Dot III in Two Columns - N. VanOost Jr.
- 11 ... Diary of a Simulator Pilot - D. Arlington

Z * NET SECTION

CALENDAR OF EVENTS

NEXT MEETING:

SEPTEMBER 8th, 1990

Software Spectrum

386 Somerset Street
North Plainfield, NJ
07060

TEL: (201) 561-8777

Hours: Mon., Tues., Thur., Fri., & Sat.
10:00 am to 7:00 pm

Wednesday, 10:00 am to 2:00 pm

Now under new management

ATARI software and hardware at
competitive prices

Accessories and IBM software and hardware
also available

Many items sale priced

NOISE FROM THE PRESIDENT

The JACG BBS

I have watched (occasionally with rapt attention) the last couple of controversies which have permeated the message base of the JACG BBS. The first was the LYNX, GameBoy, etc. "what was the best hand held game machine" type issue which had some interest, some facts, some bluster, and a spattering of mud.

The second dealt with the array of MS-Dos machines, especially the "386" vs the ATARI ST. I've had a real problem with the brickbats, etc. flying around on this one. Not one to stifle "free speech" (although, as a club board, that does not really apply), and not one to unnecessarily subject those ATARIANS and JACG BBS users who are PRIMARILY interested in things ATARI, and not being one to unnecessarily subject the kind and genteel spirit of the vast majority of our JACG members, and our JACG BBS users...I have requested our SYSOP (Gary Gorski) to make a couple of changes when the new BBS software is proven in. These changes are quite simple, and should not stifle anyone.

First, the default message base will be an ATARI only, base. By this I mean, it is reserved for things ATARI. I would hope, therefore, that it would be the most often used message base. For those who would like to discuss the MS-DOS machines, Sinclairs, Adams, Commodores, etc...there will be another base...If a non-ATARI, non-club message accidentally finds its way into the default base, it will be moved to the proper base.

Second...the default base is not to be a "war" base, there will be a separate base for those who feel the necessity to leave messages of less than a civil kind...I won't go into detail, but I'm sure you all know what I mean. So you see, there is no denial of the ability to leave a message, just some control of where a message will be left. Obviously, those who on a continuing basis simply can't abide by the prescribed uses of the default base may jeopardize their access to the board.

MY 1040ST

After seeing a considerable "ration" of manure flying through the message base via a vis the ST and the MS-DOS machines (especially the "386"), I just couldn't resist thinking about my ST. Of course, it might have been the fact that there was a strong inference from one quarter that ST owners were somewhat less than literate, but...I will continue. I bought my ST after having seen it at the meetings for over two years. During the same period of time I used an MS-DOS machine in work. I had the input to allow myself to choose in what I felt was an intelligent and unhurried manner. When the time came, I bought the ST. I HAVE NOT BEEN DISAPPOINTED. The ST does EVERYTHING that I want it to do. It cost me what I expected it to cost. A few "fingers" maybe, but not an "arm and a leg". If I may bore you with a comparison. I own a Toyota. It gets me to work, it can go the speed limit. It gets good gas mileage. It was built with quality, and should last with adequate care. It is air conditioned. It does everything that I want a car to do. It wasn't "cheap", but in comparison to Volvos, BMWs, Porches, Mercedes, Rolls Royces, Jaguars, etc (I hope you get the point), it was considerably less expensive. Had I bought a Mercedes, I would have used it no differently than the Toyota, because my vehicular needs can be satisfied by either. In other words, since my ST is right for me, I really don't give a rat's whatever about 30 megahertz this and 300 megabyte that or 6 meg this or UNIX that. Really!.....Enough said!

About those DOOR PRIZES

Please keep in mind that a great amount of those "goodies" given out at our most recent meetings have been through the generosity of Art Leyenberger, who gave us the last vestiges of his things ATARI, and from the ATARI EXPLORER, which were given to me after a full day of cleaning out their offices in Mendham. This is not to detract from the many of you, who from time to time, have also given items to be offered as door prizes. Thanks to you all!

Our ADVERTISERS

Please note another new advertiser this month. Please give first consideration to those who support our JACG NEWSLETTER, and therefore, our club, by advertising in the JACG NEWSLETTER. 'til next month.....

GENERAL FEATURE

JULY MEETING NOTES

by Joseph E. Hicswa, JACG

(EDITOR'S NOTE: In last month's report on the Atari Safari, Joe wrote that John King was demonstrating LDW Power, a Lotus 1-2-3 compatible spreadsheet on his ST. Joe wrote that the program could be used on an IBM. This second statement is incorrect. While LDW Power is compatible with Lotus in that they use the same commands, the program itself may only be run on an Atari ST. The spreadsheets created by LDW Power may be loaded after some conversion into Lotus 1-2-3 on an IBM, however.)

It was a wary-weather day as I secured rain gear on my motorcycle for the ride to our monthly JACG meeting at AT&T Bell Labs in Murray Hill. The sky was laden with perplexed clouds that didn't know whether to float away, hang around or drop a load of rain. Fortunately they just lazied about so the weather was dry throughout the whole meeting and my return home.

Arriving at AT&T early, about 8 a.m., I met four earlybirds waiting for Security to open the auditorium. Luckily one of us, Mr. Thomas Shoosmith, was an AT&T employee. A quick motorcycle hop to the main entrance desk enabled us to have security open the doors for us. The security man, Mr. Dixon, did not have a key for the storage room where the video screen is kept. His telephone call to the security office solved the problem and we enjoyed demos on the large screen.

Our flea market was active -- four tables loaded with goodies. I bought a used copy of ATARI LOGO (a programming language using Turtle Graphics) with manuals for \$20. Also purchased was WQNR DOS, a DOS (Disk Operating System) shell, JACG #211D, our 8-bit Disk Of

the Month (DOM) for \$5. "Five Dollars!", I exclaimed, "How come?". Assistant Librarian Bill Garmanay Jr. explained it is share ware and \$3 goes to the author. Side 2 contains WQNR DOS DOC plus other files.

WQNR DOS was interestingly demonstrated by President David Noyes at our June ATARI SAFARI. He also described it at the July meeting. WQNR DOS permits DOS commands within or during a program without having to bring up the regular DOS menu. CAUTION is printed on disk envelope and was reiterated by President Noyes. "DUPLICATE THIS DISK BEFORE USING. USE THE WORKING COPY!".

On one of the lobby tables were numerous magazines offered FREE. I selected several issues of POPULAR COMPUTING WEEKLY. There were also COMPUTER SHOPPER, COMPUTE, etc. and magazines from Germany, printed in German. (Joe Kennedy, recently returned from Germany, appreciated them). From the pictures I ascertained that there were some interesting programs within. Lucky are those who read German. Alas, I don't.

During pre-meeting flea market activity I made inquiries on behalf of a friend who wanted to know what is LISP?. From several members it was learned that LISP is a logistical, mathematical programming language developed for artificial intelligence (AI). What is AI? Inquire at a meeting.

Overheard was a new member asking about a particular word processing program and was directed to John King who knows that program proficiently. (An advantage of attending meetings -- there is always someone available to answer questions and help solve problems).

Secretary/Membership Chairman Michael Hochman appreciated help from Editor David Arlington, Past President Joseph Kennedy, Donald Bair and Joseph Hicswa who collated, stapled and

labelled the newsletter. President David Noyes opened our meeting with the Question and Answer session during which several members received answers to their problems.

John King told us about contacting ATARI Group Co-ordinator Bob Brody to get ATARI music groups started. It was also suggested to Mr. Brody that his number be included in ATARI ads for users to learn of clubs in their area. (If you have a suggestion, bring it up at a meeting, or better still, send it in writing to our editor).

Treasurer Jack Rutt smilingly gave us a favorable financial report. A new advertiser paid six months in advance for his ad. Jack happily accepted dues money that Membership Chairman Hochman collected from new members and renewals.

President Noyes told of plans to have excerpts from User Group newsletters compiled into a quarterly supplement for our newsletter.

Neil Van Oost, Jr. was noticeably absent and missed. Neil was away on business in the land of the midnight sun and is expected back for our August meeting.

John Dean, 16-bit V.P. described the 16-bit library and the assembling of a catalog-disk listing of available programs. Also in the making is a WELCOME starter disk for new members. It will describe our club, it's activities, also information about ATARI computers and programs. John also told about the DAISY DOT III fonts displayed on screens above the stage. He prepared the transparencies for Neil Van Oost. Mr. Dean says he will do likewise for any member who would like to use similar transies for their demos. His address and phone are listed on back of this newsletter.

V.P. Dean demo'd ALL ABOARD, a micro game train set picked up from the Bargain Box at Gemini. With this program one designs and lays out a train or trolly system in different

settings, eg. city, rural area, farmlands, deserts, etc. All necessary graphics are available. Even sounds of TOOTS, CHOO CHOO'S and WHEEL CLACKING are there. Made me feel like a kid at Christmas time without expense of the real thing.

David Arlington, our JACG Editor said he is devoted to our newsletters and wants more articles, namely: Why did you get an ATARI computer? What are your favorite programs? Are you bugged by bugs? How about compliments or criticisms about your system, programs or club? Write something. Dave said he will make you look good in print.

Dave also needs a Liaison -- contact man -- for our club with NEAR-US, an ATARI regional unit combining clubs in New Jersey, New York and Pennsylvania. The Liaison will share with NEAR-US what's going on in our club and tell us what's happening in the others. This is an opportunity for you to let others know about our JACG group. Contact Dave Arlington who will explain how to do it. His address and phone number are on back cover of this newsletter.

Mike Hochman eagerly demonstrated on the ST, KENNEDY APPROACH by Microprose. This program puts you in an air traffic controller's seat from which you direct the take-offs and landings at different national airports. To make it more interesting, there are the usual problems of tall structures, populated areas, stack-ups, winds and stormy weather conditions.

Dave Arlington showed us the user friendly NEWSROOM program by Springboard Software and how to use it to print out a newsletter for family, friends or small business customers. It seems a good starter to develop into publishing and a fun way to communicate. NEWSROOM gets your letters-to-the-editor printed.

Dave Noyes showed us MACHINE GUN. It riddles a screen with bullet holes (and sound effects) when you dislike

what is displayed, eg. a poor score on your arcade game. This program will show up shortly in the 16-bit library. Dave also showed JACG library disk #131 that allows us to extract pictures from a graphics disk, dub them with music and/or voice and make your own slide show. The example he used was STAR TREK's starship taking off from earth into outer space on its search of the unknown with user-dubbed voice and sound effects. It is out of this world.

There were numerous 8-bit and 16-bit door prizes for all who stayed to the end. Everyone present received a prize. Those who wrote a newsletter article or gave a demonstration received extra prizes. I got PAPERCLIP, a word processor by Batteries Included, and PILOT, a programming language by ATARI Corp. The day may have been cloudy but it was sun-time for me at our meeting. See you in September. Car pool with a friend.

16 - BIT FEATURE

DOUBLE CLICK TO THE RESCUE!

by John H. Dean, ST VP

The BUSINESS SET of the ST Disk Library won't self extract! At least they won't on an ATARI STe. When user Joe Roborecky called me a couple of weeks ago, it was to tell me that when he tried to extract the files with his new STe he was getting BOMBS. Well, I told him not to worry, I would send him a set already extracted if he had a double sided drive - which of course he did with the built in drive on the STe. In the meantime, I would try to find the problem.

Since Dave Noyes had announced that Gemini had the STe on hand, I gave Bob a call and asked him if I could try out my disks on his machine. He said O.K., so off I went to Morris Plains, along with the Business Set and some other disks that were using DCSEA.PRG from Double Click - ST Informer and

STart. Sure enough, the JACG disks wouldn't self extract on the STe, nor would the STart disks - but the ST Informer disk did! After talking it over with Bob, we felt it was either in the ARC compression program that I used (They are being updated all the time) or possibly in the TOS 1.6 in the STe. What to do?

The first thing I did was to get in touch with DC Software, and see what they knew about it. I had their BBS support number handy, so I gave them a call, logged on, and asked for the Sysop - who wasn't there! The next day I found their voice number, (713) 977-6520, and talked with Mike Vederman. He was aware of the problems, and told me that ST Informer was using a Beta update version, but that he had an improved version that he would put on his BBS, and instructed me on how to down-load it on the following day. IT WORKED! Two days later I had the new program in my computer. I am now the proud owner of version 2.0 of DCSEA.PRG. It has additional goodies, such as a dialogue box to select either ARC or LZH compressed files, and either CREATE or RESTORE files. You will be able to distinguish this new version by the use of .APP as the extender, rather than .PRG.

Double Click has been good to work with. When I sent in my shareware allotment for DCFORMAT they were good enough to send me an updated version which had a HELP file that presented the full dialog box, and selecting each item called up what could be done with each button. Fantastic!

So let's all give a big THANK YOU to Double Click for the support they give their customers.

GENERAL FEATURE

THE CUCKOO'S EGG

By Clifford Stoll

Reviewed by John H. Dean, JACG

Ever since I saw 'The Cuckoo's Egg' on the Best Seller List of the New York Times, I have wanted to read it. So, I put in my request for it at the Vernon Branch of the Sussex County Library, and it finally came. As the Subtitle says, this is a book about Tracking a Spy Through the Maze of Computer Espionage. The jacket states "For months a computer intruder moved through a maze of American military and research computers like an invisible man - until Clifford Stoll saw his footprints. Over a year later, to the delight of the baffled CIA, FBI, and NSA, Stoll nailed him, and wound up on the front page of the New York Times". The jacket also tells us that Clifford Stoll was an astrophysicist turned systems manager at Lawrence Berkeley Lab when his discovery of a 75-cent accounting error alerted him to the presence of an unauthorized user on his system. Instead of simply expelling the intruder, however, Stoll let him wander through the system while carefully recording every keystroke.

The book is excellent! I could hardly put it down until I finished it. Get it, and read it. You'll enjoy it!

If a person is known by the company he keeps, he is also known by the computer he has. On page 48, Stoll writes "If everyone used the same version of the same operating system, a single security hole would let hackers into all the computers. Instead, there's a multitude of operating systems: Berkely Unix, AT&T Unix, DEC's VMS, IBM's TSO, VM, DOS, even Macintoshes and Ataris".

On page 120, Stoll relates that "I was speaking to an FBI agent who knew computers. He'd written Unix programs, used modems, and wasn't scared by databases and word processors. His latest hobby was playing Dungeons and Dragons on his Atari computer. J. Edgar Hoover must be rolling in his grave". On page 234 he finally meets this FBI agent and "We talked about microcomputers for a while - he knew the Atari operating system inside and

out".

I guess this is the place where I should be writing something like "If it's good enough for the FBI, it's good enough for me". but I'll just say:

ATARI FOREVER

16 - BIT FEATURE

POPULOUS Review

By Dave Arlington, JACG

It's not enough having the responsibilities of being a good father, good employee and student, and being editor of this fine newsletter. Now I have a whole world to take care of and the population of this world is looking to me, their diety, for guidance. Not only that, but if I manage to set this world on the path to oneness, there is only 500 more worlds waiting for my help. At least this is the scenario in the award-winning 16-bit game from Electronic Arts called Populous. As my wife would say, finally there is a game to match my ego.

If you want to be cold and callous about it, Populous is nothing more than a '90s version of the old computer all-text games that gave you a tribe to take care of. Maybe you old-time 8-bitters remember some of these. They usually involved allocating your population to farming, building, and armies; and managing your land and crops and taxes. Plan things right and the tribe gets bigger and richer and you win the game.

That's still the basic premise of Populous when you strip away all the chrome, but boy! does that chrome make an old premise look and play like something fresh and exciting.

As I mentioned briefly before, you are the diety of a world that contains both Good (your followers!) and Evil (the computer's followers). The goal is to make conditions so great for the good people and so bad for the evil

people that your good followers take over the whole world and eliminate evil. Not that your task is complete then. Wipe out evil from one world and the other 500 await, each one having a stronger evil presence or a more hostile world environment than the last.

You have all sorts of godly powers to help you in your task to eliminate evil. You can raise and lower land. This power lets you flatten rough land for your people to farm and erect settlements. It also lets you reclaim land that has been scarred by wars or unnatural disasters. When I mention unnatural disasters, I'm referring to the fact that your other powers include earthquakes, volcanos, swamps, and floods. Of course, these can be all used against you by the Evil diety, the computer.

Other godly powers include being able to move your token of influence around the world, the ability to create a rampaging Knight who destroys evil settlements, and the ability to call for all-out Armageddon. Armageddon is the ultimate conflict where all the Good and Evil folks travel to the center of the world to duke it out until only one side remains.

The screen display is beautiful in form and function. In the top right of the screen is the Book of Worlds which contains an overall picture of the entire world. Flashing dots of various colors tell you where all the good and evil folks and all their towns are. By moving the cursor to any place on the Book of Worlds map and clicking, you can get a close up view. By holding down a button and moving the mouse or joystick, you can also scroll over the world map.

Occupying the center of the screen is a detailed rendition of the close up of wherever the cursor is on the Book of Worlds. This is where most of the game action takes place. You see folks who haven't built settlements walking around looking for a little place to call their own. You see the already

established towns along with the three-dimensional landscape. The landscape on the first world includes farmland, water, swamps, rocks, and trees. Other worlds later on take place on barren desert planets, frozen ice worlds, or volcanic worlds with seas of lava.

Depending on what power you are using at the moment, clicking on the close up map can accomplish many things. If your land raising and lowering power is on, for instance, you can just point and click on the map to instantly change the landscape. Flatten it out and your people's towns get bigger and produce stronger people. You can also click on people and towns to find out their level of sophistication and power.

One thing should be pointed out about raising and lowering land that took me awhile to deal with and is not mentioned in the manual. When you move to a spot and repeatedly click to raise land, it is not just the spot you're clicking on that gets raised. Imagine a napkin laying flat on a table and you grab a spot in the middle and lift up. That's what raising land looks like in this game. Clicking repeatedly to lower land on the same spot does not restore it to it's original state either, any more than poking your finger into the middle of the napkin would flatten it back out on the table. What you end up with is a crumpled up napkin! The point is that, while it looks easy to flatten land for your folks, you'll probably mess up until you get the hang of it.

In the lower left corner of the screen are all the symbols of your powers. Click on them to invoke your might. In addition to the more physical powers you possess that are mentioned above, you also have powers of influence and vision. Your powers of influence include suggesting to your people to seek out the token of influence called the Papal Magnet, settling wherever they find good land, searching out evil folks to take away their land, or to gather together

before settling. This last option is good for worlds with bad environments since wandering too long alone on a desert planet is not too healthy.

The Papal Magnet is good for leading your folks to find clear land, leading them towards the evil folks, or for creating leaders and armies. Of course, having all this influence doesn't even help all the time. Like my kids, sometimes the folks just don't do what you would like them to. They go wandering into lakes and swamps and building towns on top of high mountains that take a while to flatten. It's to your best interest to help them out as much as possible, for as their strength and population grow, so do your godly powers.

A current barometer of how much power you have is maintained in the upper right of the screen called the Manna Bar. Graphic symbols on the bar show you in an instant exactly what mayhem you are able to inflict at any one time. The more powerful the power, the farther along the power bar it is. For instance, land manipulation requires very little power whereas creating a marauding Knight to quest after Evil takes quite a bit of power.

All the time you are watching over your people, you have to keep one eye peeled on the activities of the evil folks. Their towns look too big? Time for a nice earthquake! Too much evil population? Nothing like a nice flood or volcano to cool them down! One game I got so involved with my folks, I didn't notice the evil folks had built a little bridge over to my folks' land and were sneaking in the back door to raid and pillage. In my wrath, I sunk their bridge, let go with a couple earthquakes, and dispatched a couple Knights!

That touches on one of the features I like most about this game. There are so many things to keep track of, so many options available, and so many unpredictable events that can

happen that I wouldn't foresee this game getting boring for awhile with only one world to work on! Toss in all the other worlds and there is a lot of variety here for the gamer.

The sliding difficulty factor of this game is quite appealing as well. On the first world, Evil is really stupid and really slow, very good for learning the game. He also has nowhere near the powers you have. On the first world, Evil can only raise and lower land. Each new world you come to finds you with a slightly stronger opponent. Reactions get faster, powers increase.

Depending on how easily you win on each world, you might be able to skip several worlds ahead. Therefore, gamers who master the game will be challenged sooner than later. Each new world you come to has a code name so that once you qualify for a world, you can come back to it at any time. You don't have to start over with World One.

Remember before how I said Populous was based on the old text-only games? Well, one of the beauties of Populous is that it is totally graphically oriented. Every possible action you can accomplish in the game is done through either icons or pointing and clicking on the maps. This makes game play a lot easier and faster to learn.

The few nitpicks I have with the game are probably due to the fact I was playing the Genesis version ported over from the ST and the Amiga. It's obviously a game that was designed to be used with a mouse instead of a joystick. I'm sure the sound is better on the ST as well.

In any case, Populous is a great game to satisfy any delusions of grandeur that you might have. Coupled with excellent graphics and gameplay, all fans of computer strategy games should check it out.

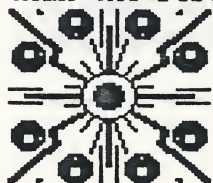
Daisy-Dot III
A Two Column Page
by Neil Van Oost, JACG

This is an experiment to test the feasibility of printing two columns of text or font icons. Items necessary to conduct this test are a registered copy of Daisy-Dot III, a file of font icons, some free time to experiment, some paper and computer equipment. The only way I can think of to break up the page and print two columns is to do it in two passes. The first consideration is margins. Set up your margins for the first pass as, left \xl010 and right \xr170. For the second pass set up your margins left \xl170 and right \xr010. This will give you 1/4 inch margins with a 1/2 inch blank between the columns.

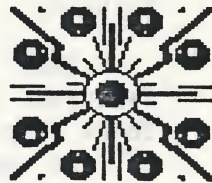
The second consideration is, which font to use. To convey the most information you should pick a relatively small sized font. If you browse through the fonts that were created using Daisy-Dot II and were recently added to our JACG library, I'm sure you will find something to fit the bill. Of course if you want flash, maybe you will want to start each paragraph off with a fancy font letter. You should remember, if you do this, that your line spacing will be off if the one font is larger than another.

😊 When I started working on this page my ideas, feelings and general well being went through several different stages. My first stage was happy, and eager to get started with the project. Before I have finished, I will have undergone several distinct changes.

☹️ • • • • • In the above paragraph, just to give you an idea how frustrating it can be sometimes, I must have made fifteen changes before it came out the way I wanted. The first problem was my font icon was too large and there was an excessive amount of space between the first and second lines of the paragraph. After much tearing of hair from my head (my forehead receded another half inch), I finally made up a couple of font icons tailored to fit. (Another great feature of Daisy-Dot III, the Font Editor.) After doing this I wound up with the first and second lines a little closer than the rest --- but, "What the hey!"



For those JACG members who would like a copy of the original text file and font files created by me, for this article, just give me a blank disk with your name on it at the next meeting. Neil



YES
JACG
SUPPORTS
SHAREWARE

Well now I am into the second column and my third day working on this page. I can now say for sure that it is very easy to make a two column page with DD3, especially if there are not too many changes to plan around. However, if you plan to use lots of mixed font sizes and font icons, you should take some time before starting and lay out exactly the effect you hope to achieve. It is also helpful if you plan your page in stages. For instance, if you try out different things that you want to include on your page as stand-alone modules, you will know exactly what you have to do to get them to work. Then you can make a file of these modules, either printed out or on disk, for insertion into your next endeavor.



Another thing to keep in mind, the space between lines takes up space. The default value for line spacing is 4. If you need to fit just a couple of more lines in a space or want as much information packed on the page as possible, you can change this value with the \XVnn command. This page, except for the zero spacing for the font icons, was printed with a line spacing of 02. Also while developing these two columns, I did all my test printouts in draft mode. This will save you some print time and a lot of wear and tear on your printer's ribbon. And last, for those who are hearing about Daisy-Dot III here for the first time, in the JACG newsletter, or seeing it reproduced from a download from a BBS somewhere, I am including ordering information.

ROY GOLDMAN
2440 SOUTH JASMINE
DENVER, CO 80222

Don't forget your \$25 donation

Diary of a Flight Simulator Pilot by Dave Arlington

Well, after a couple months devoted to exclusively exploring my new Sega Genesis, I returned to the 8-bit computing world to take up one of my most favorite hobbies, flying Flight Simulator II. It was time for a new quest. Up until now, although I've logged quite a few miles in the simulator, all my flights have been of two types. Some preset condition from one of the many excellent Flight Simulator books by Charles Gulick, or just some short sightseeing cruise on my own. Both these types of flights had two similarities. They were usually fairly short trips and I always knew how to get where I wanted to go.

Then last fall I saw an article in USA Today about a 60 year commemorative tour that was retracing the stops of the 1929 Women's Air Derby. The 1929 Women's Air Derby was an air race for women pilots that started in Santa Monica, California and ended in Cleveland, Ohio. A nice map of the tour was printed in the paper with all the stops the pilots were going to make. Now here is a challenge, I thought. With the exception of a few spots in the Mid-West, I owned all the FS Scenery Disks necessary to recreate the Air Derby in the simulator. I figured it would be different than my other flights. First, although it consisted of a bunch of relatively short hops, it still consisted of flying most of the continental United States, an epic journey for a FSII pilot. Secondly, I only knew where I had to stop, not how to get there. I would have to do some flight planning by myself to get to each stop.

So there it is, my new grand project. ("What a useless life this guy must lead!", I can hear everyone saying now.) And, of course, since the only thing I like almost as much as flying FSII is writing about it, I decided I will chronicle some of the more interesting parts of the trip in the newsletter. You, the dear reader, can be my passenger and I'll point out some of the sights along the way.

The first leg of the trip is from Santa Monica, California to San Bernadino, California. The closest destination airport in the simulator world that private planes can land at is in Rialto, California on Scenery Disk 3, so that will be our destination. The thing is that we have a choice of where to take off from. There is a Santa Monica airport on both Scenery Disk 3 and the original FSII Scenery disk in the Los Angeles section. Since our flight will be leaving at dawn (6:00 AM) on a spring morning, we'll take off from the Santa Monica airport on the original Scenery Disk. I think the Los Angeles area on the basic Scenery disk is probably the best dawn/dusk/night flying area of all the Scenery disks.

While I don't expect anyone reading this to try the whole tour, some people might want to try some of the individual legs, so I'll give the set-up parameters for each trip I end up writing about. For the first flight they are NORTH: 15400, EAST: 5795, ALTITUDE: 0, HEADING: 0, HOUR: 6, MINUTES: 0, SEASON: 2. As you exit out of the Editor and take a look around, you can see the San Gabriel mountain range almost directly out the front window. Going into radar view shows you are positioned to taxi onto Runway 3. If you pull back out a bit, you can first see the runway/landing lights at Santa Monica, the maze of roads that make up Los Angeles proper, and you can also clearly see the glow from the landing lights at near-by LA EX airport. Taxi onto the runway to take off. Be sure to contact the Santa Monica Tower for take-off instructions since this will be the last tower we will be able to talk to until we reach somewhere around Indiana! (None of the Western Scenery Disks have Air Traffic Advisory Systems.) Tune your NAV1 radio to the Pomona VOR at 110.40 and set your OBS (Omni-Bearing Selector) to 70 degrees. That should do nicely since even though the Rialto airport isn't on this Scenery Disk, drawing a straight line through Rialto and Santa Monica crosses almost directly over the Pomona VOR. (At least it looks that way to me!)

OK, take off and climb to about 2500 feet, full cruising speed (around 120+ knots). As you pass through 1000 feet, if you turn slowly to the right, you should come out on a heading of 70 degrees just as the OBS needle hits center. While you're taking off as above, be sure to take time to look out all the windows. There are some really neat views, especially behind you. In just a few minutes you can look out the back window and see four or five airports lit up. LA EX is there, and so is Hughes, Hawthorne, and of course Santa Monica. You might also be able to catch Van Nuys. Looking back out front, you'll notice that we will end up flying alongside the San Gabriel Mtns. and looking out the right front you can probably see another mountain which is the Santa Ana Mountain range.

Other things to look for as we fly along: You should end up going right over the spot where all the highways come together to make a little circle. That is downtown Los Angeles. Getting closer to the

Pomona VOR, you should spot first the El Monte runway and then the twin strips of Brackett Field. Now some serious decision has to be made as to when to cut over to Scenery Disk 3 to pick up the Rialto airport. It would be embarrassing to start the tour by over flying the first stopping point. Try this: As you pass over the Pomona VOR, (your Distance Measuring Equipment [DME] readout is 0.0) slow down into slow flight mode. You do that by cutting the throttle and pitching up the nose of the plane until you're at about 80 knots. Stay at 2500 feet altitude. Coming up on the right is Ontario International and, further over, Chino airports. Make sure to get some good looks out the left windows at the impressive San Gabriel range as you fly. It stretches out longer than you might first have thought.

Depending on how much time you spent diddling on the runway at the start and when you slowed down the plane, you should just have passed Ontario International as the sun rose to full daylight. This seems like a good time to switch disks, so take a last look out the windows and then log in Scenery Disk 3. You'll see the mountains have disappeared, but the maze of roads on green grass have been replaced by the urban sprawl of the Greater Los Angeles area. In fact, the city area directly in front of you with a little runway at the upper left corner of your windshield is our destination. You should be able to make a gentle ten-degree turn to a heading of 60 degrees and land straight in on Runway 6 at Rialto airport. But before you make the turn, look out the back windows at Brackett, Ontario, and Chino. Isn't that pretty amazing? If the mountains hadn't disappeared and the city appeared, you might have thought you had never changed disks from this view.

One thing you should keep in mind as you shoot that perfect landing at Rialto; The ground has been slowly rising because of the proximity of the mountains. Santa Monica was only at about 170 feet altitude, but Rialto is at over 1400 feet altitude. Since we were flying at 2500 feet, the plane is in almost perfect pattern altitude for landing already. See you on the ground!

Well, I thought that was a beautiful flight. One of the nicest I've taken in the simulator. It will be interesting to see if any of the other legs of the tour can top it. The next leg will be from Rialto/San Bernadino to Yuma, Arizona and it also involves a Scenery Disk change as we go from Disk 3 to Disk 2. Will I see anything interesting? Check back next month and find out!

COMPUTER SERVICE

ATARI / AMIGA / COMMODORE / MAGNAVOX

FACTORY AUTHORIZED SERVICE CENTER

REPAIRS ON MOST MAJOR BRAND
PC's, DISK DRIVES, AND MONITORS

KBS SYSTEMS, INC.

(201) 292-9677

988 route 53
MORRIS PLAINS, NJ, 07950

BUSINESS HOURS:

MON - FRI 9-6
SATURDAY 10-4

UPS SHIPMENTS GLADLY ACCEPTED



In This Issue

Z*Net NewsWire

Atari Leads at Summer NAMM

Atari Moving to Boston?

New Atari Laser Printer

LookIt and PopIt Introduced by CodeHeads

Mihocka and Branch Always Move to USA

August 1990

Vol. II No. 7

THE TT030: HOW FAST? HOW SOON?

Atari in New Zealand and in the Netherlands have announced that the Atari TT030 computer will be a 32MHz rather than 16MHz as originally planned. Atari USA and Corporate officially both say that their specification information is unchanged. However, some insiders say that change to the new CPU speed is real, and that it is being made in reaction to a realistic assessment of the competition in the growing (and speedy) micro workstation market. It is not at all clear whether the very first TT units available will have the faster CPU.

According to the several international sources that admit to the new CPU speed plans, the production schedule for the TT is promised to NOT be set back by the change, and that the TT030 is to become available in September. This indicates to some that the underlying TT design and clocking will not be changed, and that the faster CPU is not likely to be supported by new, faster processors and busses downstream. The result will indeed be faster computation, but a bottleneck in the support and memory handling may prevent the realization of the full speed that is available from a completely 32MHz design.

What follows is condensed from press information describing the Atari TT030 computer, provided by "SOFTWARE SUPPLIES", also known as "ATARI NEW ZEALAND".

The Atari TT030 Hardware

The TT030 (Thirty-two/Thirty-two bit) is the first member of a new series of Atari computers designed as enhanced versions of the existing ST and MEGA family. The TT series maintains compatibility with the ST/MEGA architecture, but uses the Motorola 68030 microprocessor and provides enhanced graphics and sound. The TT030 is also designed to run Unix (Unix is a trademark of AT&T).

The TT030 is based on the high performance 32-bit Motorola MC68030 processor running at a 32 Mhz clock frequency. The 68030 includes on-chip data and instruction caches which can be filled from some regions of memory in bursts of double word fetches.

The architecture also includes the industry standard VME bus to facilitate expansion. The system supports the latest revision (C.1) of the VME bus specification. The TT030 can accommodate one single-Eurocard (3U) A24/D 16 or A 16/D 16 slave-only VME board,

The TT series is expected to function in an environment with other TTs and even machines from different manufacturers. To facilitate connectivity, each system has an on-board port for a moderate speed LAN. If the LAN is not being used, the port can be programmed to be a standard RS232C port. Through an optional VME bus-based or SCSI-based Ethernet controller, the TT also has the capability of connecting to heterogeneous Ethernet networks. The TT030 has three additional standard RS-232C serial ports for connection to modems, display terminals, or digitizing tablets.

The hardware features of the TT030 include:

- ❑ Motorola MC68030 at 32MHz
- ❑ Motorola MC68881 Floating Point Coprocessor (the coprocessor is socketed, so that it can be optionally upgraded to a MC68882)
- ❑ ST RAM: 2 Mbyte of ST-compatible dual-purpose (video/



- Z*Net is a monthly newsletter supplement produced by Rovac Industries, Inc. It is available in newsletters of registered Atari user groups. Z*Net and Rovac Industries, Inc. are not affiliated with Atari Corporation.
- Z*Net articles are Copyright © 1990 by the individual authors. Reprint permission is available from Rovac Industries in writing. Opinions and commentary stated within this publication are those of the individual author and not necessarily those of Z*Net or RII. Responses and feature article contributions are encouraged.
- Z*Net is produced on an Atari Mega ST4 using Calamus Desktop Publishing software. This publication was printed on a Hewlett-Packard DeskJet printer and reproduced by user groups. Artwork and logos have been produced on the Atari ST using Easy-Draw, Touch-Up, and VID-IT Video Digitizer.
- Z*Net, Z*Net Logo, Z*Net Online, and RII are Copyright © 1990 by Rovac Industries, Inc., Middlesex, NJ, a registered corporation. Voice line: (201) 968-2024. Advertising: John King Tarpinian - (818) 246-7286.

ROVAC Industries, Inc.

P.O. Box 59, Middlesex, NJ 08846

Publisher: Ron Kovacs

Editor: John Nagy

Advertising: John King Tarpinian

User Groups Coordinator: Robert Ford

Layout & Distribution: Bruce Hansford

Z*Net BBS: (201) 968-8148

GEne: Z-NET

CompuServe: 71777,2140

BRE Software

Call or Write for our
FREE Catalog

Order Lines/Catalog Requests: (800) 347-6760

Order Line Hours: Mon.-Fri. 8:00 AM-6:00 PM. Sat. 10:00 AM-5:00 PM Pacific Time

Customer Service/Order Status/Inquiries/Canada Orders: (209) 432-3072

Lowest Prices

Call with your best price on any Domestic or European software title for the ST. We will meet or beat it and give you a **FREE** Public Domain Disk when you mention this ad.

Public Domain Software

Over 900 Disks Available for the Atari ST

Only \$4.00 Each

Utilities, Games, MIDI, Applications, Music
Graphics, Educational, Clip Art and much more

FREE Disk & Catalog

Receive a coupon good for a **FREE** Public Domain Disk with any purchase when you Call or Write for our **FREE** Catalog.

- | | |
|---|---|
| #87 - Tutorial on GEM Desktop States - Educational Game | #794 - Bloodwych Playable Demo (Color) |
| #145 - Five Children's Programs (Color) | #798 - The Pilot Flight Game (Color Only) |
| #244 - Strip Breakout (Color Only) | #799 - PrintMaster Plus Utilities |
| #374 - Two Database Programs | #801 - Mail Envelope Labeling Programs |
| PrintMaster Cataloger | #804 - Screen Savers Mouse Accelerator |
| #388 - Easy to use mailing list program | #807 - Quick ST V14 Turbo ST Demo |
| #393 394 773 774 - PrintMaster Graphics | #810 - Sheet V2.5 - S.W. Spreadsheet |
| #399 - Degas Elite Printer Drivers | #812 - Opus 2.2 Spreadsheet (1 Meg DBL) |
| #400 800 - Disk Labeling Programs | #814 - 2 NFL Prediction Analysis Prgs |
| #443 - Intersect RAM Baby | #815 - Compact Disk Database V11 (Color) |
| RAM Disk Print Spooler | #816 - 2 Video Tape Databases |
| OCOPY - do everything Utility Prg | #818 - Populous Bloodwych Hints Maps |
| #456 - Bolo Breakout Game | #819 - Star Trek written with STOS (Color) |
| from Germany (Req 1 Meg RAM) | #821 - Diamond Back Gogo ST Demos |
| #500 600 - Publishing Partner Fonts | #823 - 5 Virus Detection Programs |
| #511 - Dungeon Master Maos Levels 1-7 | #824/825 880/881 - ARC LZH Utilities |
| #512 - Dungeon Master Hints Character | #826 - IMG Utilities |
| #514 - Monochrome Emulator V3.0 | #828 - ST Xformer V2.55 - 8 Bit Emulator |
| #533 - PrintMaster Plus Graphics Borders | #829 - Vanterm V3.8 Shareware Terminal |
| #551 - Kid Shapes Ages 2-8 (Color Only) | #832 - Duplitwix Blitz w Cable Instructions |
| #553 - Kid Publisher Ages 4-12 (Color) | #835 - Adventure Game Toolkit (DBL) |
| #555 - The Assistant Chef | Shareware Adventure Game Creator for Color and Monochrome |
| Electronic Cookbook (Color Only) | #861 - Desk Manager V3.2 DC Showit V10 |
| #557 - Children's Programs (Color Only) | DC Format V3.02 First Base V16 |
| #564 - Cadenza Astrological V18 - Astrology | #867 - John Wayne & Batman Cyberpaint |
| #567 728 871 - Desk Accessories | Animations (Color/1 Meg/DBL) |
| #588 - Pac Man Hangman (Color Only) | #872 - ST Term V3.5 |
| #590 - Dungeon Master Utilities | #879 - Public Painter - Mono Paint Prg |
| #596 - Dictionary Type Drawing Game | for IMG Degas NEO file formats |
| #599 870 - PageStream Fonts | #883 - Calamus Outline Demo (Mono Only) |
| #650 - Text Output Accelerator | #884 - GDOS Fonts (Monochrome/9 Pin) |
| #667 - Benjamin's ABC's for Kids (DBL) | #885 - GDOS Fonts (Monochrome/24 Pin) |
| #679 - Disk Cataloger/Label Printer (DBL) | #888 - Atari ST Subjects (Book) Programs |
| #688/866 - H.P. Laserjet Desktop Utilities | #889 - Super Boot V6.0 - All in one boot |
| #694 - Turtle Hard Disk Backup V3.0 | up program Choose Auto prgs Accs |
| #696/802 892 - Hard Disk Utilities | #895 - PageStream V18 Demo |
| #699 - Children's Programs Kid Color | #898 - Chaos Strikes Back Maps |
| Kid Adder Kid Story Kid Sketch | #899 - Chaos Strikes Back Hints Walkthru |
| #720 - Dungeon Master Maos Levels 8-14 | #902 - Grand Prix (DBL Color) |
| Drawing Programs | Car Racing Game |
| Andromeda Art ST Megablitz V2.8 | #903 - STOS Games (DBL Color) |
| #723 - Four Lottery Programs | #906 - Super Break Out V1.1A (Mono Only) |
| #726 - Children's Programs Numerical Go | #907 - Word Flair Demo V101 (DBL) |
| Around The Wolf and 7 Kids Adv | #909 - Pile Up V2.0 - Tetris Clone with |
| #736 - MoTerm V1.4 - Shareware Terminal | added features (Color Only) |
| #737 - Calamus Demo (1 Meg/DBL) | #915 - Super Bowl 24 & Touchdown |
| #741 - Copystar V10 Address Book Base | Animation (Color/1 Meg/DBL) |
| #749 - Barnimals - Listen/Guessing game | #921 - Four Drawing Programs |
| for ages 0-4 (Color Only) | #923 - Breach 2 Scenarios |
| #753 - Megatools V10 - Shareware Utilities | #924 - Debbie Gibson Spectrum Pictures |
| #758/759 - Calamus Fonts | #929 - ST Virus Killer V3.11 |
| #768 - NeoDesk Icons | #940/941 - Epson Emulator for SLM804 |
| #769 - Super Breakout (Mono Only) | (2 Double Sided Disks) |
| #790 - Pentimo Strategy Game (Mono) | #944 - Space Ace Demo (Color) |
| #792 - D&D Programs | #999 - ST Writer V3.8 w/Spell V2.8 |

Call for our **FREE** 48 Page Catalog!

Introductory Offer - Above Disks Just

\$2.99 Each

Music Studio Package

Over 300 Songs on 7 Disks

Also includes:

- 4 player programs to play songs through your ST Monitor or a MIDI keyboard
- Deluxe Piano - Turns your ST's keyboard into a Piano

\$16.95

Bible on Disk

King James version

A Search program is included

Single Sided Package

(17 Disks) \$34.95

Double Sided Package

(8 Disks) \$24.95



Software

- | | |
|---------------------|----------|
| Bloodwych | \$29.95 |
| Bloodwych Data Disk | \$17.95 |
| Bloodwych Hint Disk | \$14.95 |
| Breach II | \$24.95 |
| Calamus | \$159.95 |
| Calamus Font Editor | \$59.95 |
| Calamus Outline | \$89.95 |
| Chrono Quest II | \$29.95 |
| Clue | \$24.95 |
| CodeHead Utilities | \$19.95 |
| DC Desktop | \$22.95 |
| DC Utilities | \$15.95 |
| Degas Elite | \$37.95 |
| Diamond Back | \$22.95 |
| Double Dragon II | \$22.95 |
| Dragon's Lair | \$34.95 |
| Dungeon Master | \$24.95 |
| Editor | \$14.95 |
| Hint Book | \$8.95 |
| Hint Disk | \$13.95 |
| Dungeon Master II | |

- | | |
|----------------------|---------|
| Chaos Strikes Back | \$16.95 |
| CSB Hint Disk | \$14.95 |
| FatBack | CALL |
| G+Plus | \$22.95 |
| Hero's Quest | \$36.95 |
| HotWire | \$25.95 |
| Hoyle's | |
| Book of Games | \$24.95 |
| Image Cat | \$19.95 |
| Leisure Suit Larry 3 | \$34.95 |
| Maxfile | \$22.95 |
| MidMax | \$31.95 |
| Monopoly | CALL |
| MultiDesk | \$19.95 |
| NeoDesk | \$26.95 |

PageStream \$99.95

Font Disks \$24.95

- | | |
|-------------------------|---------|
| Phasar 4.0 | \$57.95 |
| Populous | \$28.95 |
| Promised Lands | \$15.95 |
| PrintMaster Plus | \$22.95 |
| Quick ST II | \$13.95 |
| Risk | \$23.95 |
| Sherman M4 | \$24.95 |
| Sim City | \$29.95 |
| Their Finest Hour | CALL |
| Trump Castle | \$22.95 |
| Turbo ST | \$27.95 |
| Ultima V | \$35.95 |
| Univ. Item Selector III | \$13.95 |
| Wordflair | \$61.95 |

Hardware

- | | |
|-------------------|----------|
| Megatouch Springs | \$9.95 |
| Mouse Master | \$25.95 |
| Monitor Master | \$32.95 |
| Twenty Board | \$28.95 |
| Video Key | \$59.95 |
| Atari Mouse | \$39.95 |
| Best Mouse | \$39.95 |
| Cordless Mouse | \$89.95 |
| Supra 2400 | \$114.95 |
| Supra 2400 Plus | \$179.95 |
| ST Modem Cable | \$10.00 |
| Future GTS-100X | \$139.95 |
| Future GTS-100 | \$159.95 |
| Spectre GCR | \$229.95 |
| Mac 128K ROMs | \$129.95 |

Lynx

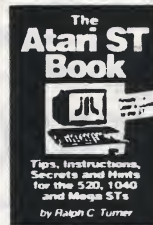
w/California Games

\$169.95

- | | |
|-------------------|---------|
| Blue Lightning | \$29.95 |
| Chip's Challenge | \$29.95 |
| Electrocop | \$29.95 |
| Gates of Zendocon | \$29.95 |
| Gauntlet 3 | \$34.95 |
| Rampage | \$34.95 |

Ask about Used Cartridges for Lynx, Nintendo, Sega Genesis and NEC TurboGrafx 16.

Atari ST Book



of TOS instructions, Secrets and hints for the 520, 1040 and Mega ST begins where the Atari Owner's Manual left off providing step by step instructions that helps both beginning and experienced users to get the most out of their ST's.

\$16.95

Intermediate and Advanced

Atari ST Subjects

No Knowledge of Programming is Required
Topics covered include: Hard Drives, Running IBM Software, Disk Structure, File Recovery, Connecting a 5 1/4" Disk Drive, Assembling your own Hard Drive, Sector & File Editing, Binary Hex, Decimal Codes, ASCII File Problems, Escape Codes and much more!

\$16.95



ST Xformer Cable

Use with ST Xformer The 800/XL XE Emulator. Allows you to run 8 bit programs on your ST. The cable allows you to load programs from 5 1/4" disk or transfer them to 3 1/2" disks. With the cable, you can also load protected programs from 5 1/4" disks. Although the Xformer will not run all 8 bit programs, it runs quite a few and is very useful in transferring files from an 8 bit to your ST. Please call for more information concerning compatibility.

\$19.95

Receive the latest version of ST Xformer **FREE** w/purchase of cable when you mention this ad.

Since Darek Mihocka has released the ST Xformer into the Public Domain, he has made the instruction manual available separately. We have the ST Xformer instruction manual for \$9.95. We also have 8 bit programs ready to use on 3 1/2" disks. See our catalog for more details.



Duplitwix Blitz



The Best and Fastest Disk Duplicator for the ST. Backs up a complete floppy disk faster than the ST can format a disk. More powerful than "software only" packages. Includes Blitz Software and Dual Drive Cable.

Requires 2 Disk Drives

\$34.95

Specials

GFA Books

Reboot Camp \$7.95

Programmer's Reference Guide \$14.95

Games

3D Pool - Arkanoid - Bubble Bobble - Pirates

Pro Soccer - Red Storm Rising - U.M.S.

Silent Service - Typhoon Thompson

\$9.95 Each

Buy 3 Get a 4th FREE

Good While Supplies Last

Write to: BRE Software, Dept. UM, 352 W. Bedford Ave., Suite 104, Fresno, CA 93711



No Credit Card Surcharge. Visa/MC/Discover \$5.00 Min. COD Orders Welcome. Phone Orders \$20.00 Min. Shipping: P.D. Disks \$3.00 Ground, \$5.00 2nd Day Air, Canada \$3.50 Air Mail, Software Ground \$3.50 min., 2nd Day Air \$6.00 min., Canada \$6.00 min. Hardware/Accessories Ground \$4.00 min. COD Add \$4.50 (48 States Only). Hawaii/Alaska/Puerto Rico Call for S/H rates. California residents add 6.75% sales tax. Please allow 2 weeks for personal checks to clear. RMA # required for returns, please call our customer service number. Software items replaced with same title only. Some of the above prices are specials and good for this month only, please refer to this ad when ordering. Please call or see our current catalog for our regular prices. Price and availability subject to change without notice. FAX orders receive a \$2.00 discount on Shipping charges. FAX (209) 432-2599.





Z*Net Newswire...



⇒ Officials at Atari USA confirmed that a move to the BOSTON, MASSACHUSETTS area was one of several possible options for the Sunnyvale, California company. The new General Manager, Elie Kenan, has asked for input regarding possibilities that may make the management of the USA/CANADA/France operations of Atari more manageable from one location. The East coast site could offer fast commutes to Canada when needed, and would cut six hours off the flight to France, as well as improved business-hours telephone contact with the continent. While there may yet be no decisions on moving, it is known that there have been recent additional layoffs of key warehouse and financial management personnel at Atari. This gives rise to at least the suspicion that future warehousing and distribution may be done at a site other than Sunnyvale. It should be noted that Atari in Sunnyvale is at least three distinct operations: Atari USA, Atari Corporate (Worldwide), and Warehouse/Distribution/Accounting. An Atari move out of the Silicon Valley might involve only one or two divisions. We have been assured that Atari Corporate headquarters will NOT be moving.

⇒ Atari will shortly release a replacement to their SLM804 laser printer. It will be smaller, lighter, quieter and SLOWER than the SLM804, but should retail for a bit less than the old laser printer, unchanged since its introduction several years ago. While the 804 can do 8 pages a minute, the new unit will be limited to about 6 pages per minute output. The advantages will include easier access to service and supplies, as the new Atari unit will be mechanically identical to models already available from

The NEW ATARI SLM685 Laser Printer



6 Pages per Minute. 100% compatible with Atari SLM804 Laser Printer

Epson, Mannesman-Talley, and several other brands. Operationally, the new unit will act exactly as an SLM804, as it will use the same interface/controller now in use. Like the older model, the new printer will have NO onboard memory, using the RAM in the ST or MEGA to build the image much more quickly than is possible with in-printer memory.

⇒ Continuing trouble reports on new STe computers stem from what appears to be weak signal at the DMA port, where hard drives and other major accessories attach to the computer. What seems to happen is repeated WRITE FAILURES, resulting in botched files and ultimately, a botched partition on the hard drive. Contrary to how it was originally reported, this is almost certainly NOT a TOS problem, and is more likely a production tolerance variation problem. If your STe simply can't work with your hard drive, you may have to return it for replacement... Atari is being quite generous with replacing machines for this problem although they maintain that it is NOT a design flaw. If possible, use hard drive hardware and software that report write failures... as the ICD units will. Otherwise, you may find your first sign of problems is the loss of 100% of your hard drive data.

⇒ Atari Dealers are now showing and selling the 256K RAM expander for the Portfolio computer. Priced between \$200 and \$300, the unit substantially increases the size of the palm-top computer, plugging in on the end of the machine like a

triple-sized serial adapter. It also has a card slot, allowing the use of expanded "internal" RAM memory AND a pair of memory cards all at once. Also now available is the IBM compatible "card reader" device that makes the Portfolio memory cards look like a disk to the computer for ease of file transfers. However, the card reader is ONLY for IBM compatible computers and CANNOT be used on a ST, even in an IBM emulation mode. Included with the reader unit itself (which many Atari owners will find looks frighteningly like an old XM-301 300 baud Atari Modem) is an IBM internal card, which must be mounted in a "real" IBM or clone. Sorry, but we know of no plans for an ST compatible reader. New Portfolio software packages include The TimeKeeper, which takes charge of bookkeeping, billing, and time-sheets. With Transport Logger, truck drivers can quickly and conveniently keep their driving logs.

⇒ Atari USA decided to support the long-scheduled and user-run Glendale Fest and NOT to even attend the suddenly scheduled and conflicting SAN JOSE World of Atari show... then changed their mind. Plans now appear to include sending about 25 complete computer setups to San Jose. Commitments of personnel and equipment preclude further involvement, says Bob Brodie, Manager of User Group Services for Atari. Meanwhile, a "mystery FAX" arrived at MICHTRON and GADGETS BY SMALL, purporting to be from Bob, asking developers to join in a BOYCOTT of the World of Atari Shows. All who have seen it call the FAX an obvious fraud, and to date, there are no good clues as to where it originated. The purpose appears to be to discredit Bob and create further friction in an already heated atmosphere of competition. The San Jose

show is still apparently scheduled for August 4 and 5, and Glendale is a definite GO for September 15 and 16.

Contact organizer John King Tarpinian for Glendale details at (818) 246-7286. Also, the WAACE show promises to be the East coast's top draw this fall, with a date of October 6 and 7 at the Sheraton Reston in Reston, Virginia. Contact John D. Barnes, at 301-652-0667.

⇒ An Atari SwapFest is planned for Nashville, Indiana, on Saturday, August 25, sponsored jointly by the user groups at Indianapolis and Bloomington known as MIST (Mid-Indiana ST). Open noon til 4 PM, the MIST show will be at the Brown County Inn motel in Nashville, about 40 miles south of Indianapolis. Commercial sales and displays are invited, and there will be door prizes from local vendors, and Atari Corp. Info: BLA.ST, PO Box 1111, Bloomington, IN. 47401, 812-336-8103 after 6:00pm (CST).

⇒ Doug Harrison, the author of the spreadsheet and graphing program called OPUS joins the CODEHEAD SOFTWARE Corral with two new products, LOOKIT! and POPIT! LOOKIT! is "The ultimate ST file viewer/binary editor", fast and featuring mouse OR the keyboard control, binary or text display, configurable scrolling speeds, up to 32 files held simultaneously in memory, fast searching options, and more. Editing on both the hexadecimal and ASCII representations of binary files is possible, with a myriad of options for display, printing, and saving. POPIT! is a desk accessory that lets you call up any of your desk accessories simply by typing its hot key... even assign keys to accessories loaded into MultiDesk! This

Continued...



...Z*Net Newswire



means that you can instantly get at an unlimited number of desk accessories. The retail price for the package (which includes both programs and a detailed manual) is \$39.95. CodeHead Software, P.O. Box 74090, Los Angeles, CA 90004, (213) 386-5735.

⇒ Branch Always Software, Makers of QUICK ST, QUICK TOOLS, etc., is now registered in the state of Washington. The new permanent mailing address is: Branch Always Software, 14150-F1 N.E. 20th Street, Suite 302, Bellevue, WA 98007, U.S.A. Darek Mihocka, owner and programmer of all BRASOFT products, is moving to Washington from his former Toronto home. He hopes to have a 1-800 telephone support number soon. The old address will remain valid, but will be slower since the mail is being forwarded. The old phone numbers are NO longer valid.

⇒ Lexicor Software Corporation has opened software developer registration to the Atari community. Lexicor was created by a group of computer programmers and animators who are developing solid modeling, animation, and photo-realistic rendering software. It supports developers on a royalty basis and provides the necessary materials required to create quality products which individual authors would otherwise be unable to market without outside assistance. Questions and requests for information about registering with Lexicor should be directed to Lee Seiler at LEXICOR Software Corporation, 58 Redwood Road, Fairfax, CA 94930, (415) 453-0271.

⇒ ISD is sponsoring an Outline Art Creativity Contest. One winner and three runner ups will be selected from REGISTERED OWNERS of OUTLINE

ART who submit files before September 30, 1990. Prizes for the skill-based contest include: 1st prize - \$1,500.00 worth of AGFA Compugraphic fonts for use in either Calamus or Outline Art; 1st Runner Up - Atari Megafile 44 Hard Disk Drive; 2nd and 3rd Runner Up - \$50 connect time credit from BOTH CompuServe and GENie. Winners will also appear in START MAGAZINE. Send your entry to ISD either directly online at GENIE ("ISD") or at CompuServe (76004,2246), or via mail to: ISD Marketing, Inc., 2651 John Street Unit #3, Markham, Ontario, Canada, L3R 2W5.

⇒ Cherry Fonts announced a July release of five new Cherry FontPaks. Each FontPak contains four to six high quality fonts for use with Calamus Desktop Publishing software. Each of the fully scalable outlines can be used within Calamus to produce type at any size from extremely fine print up to colossal characters larger than a page in height. Five FontPaks will comprise the initial release and more will be released as they are developed. They are \$42.95 US each. (\$49.95 Canadian.) The FontPaks and the individual fonts will also be available directly from Cherry Fonts, Unit #4 - 2250 Tyner Street, Port Coquitlam, B.C. Canada V3C 2Z1 Phone: (604)944-2923

⇒ Atari Games, not affiliated with Atari Corp., announced the signing of an agreement to repurchase its stock presently held by Nammco America Inc., the wholly owned subsidiary of Nammco Ltd., Japan. Part of the agreement calls for Nammco, a major shareholder in Atari Games, to sell all of the shares it owns back to Atari Games, along with cash and other consideration. In turn, Nammco will receive ownership in Atari Operations Inc. which

operates approximately 40 video game arcades in the Western and Southeastern United States. According to Atari Games, the repurchase of the stock and subsequent sale of Atari Operations will provide Atari Games with new opportunities to conduct business in Japan and the Far East. Atari Games is a privately held company whose majority shareholder after the transaction will be Time-Warner Inc.

⇒ Apple has a new program that will make it easier for developers to offer the Macintosh computer's interface when providing networking services.

AppleTalk is a set of local-area networking protocols built into every Macintosh and used for connecting Apple and other manufacturer's computers with each other and with shared resources. The AppleTalk Licensing Program makes it easier for mainframe and pc manufacturers to offer network services that are compatible with Macintosh pc's networked today. The Atari TT is planned to have AppleTalk compatible network ports. Nippon Columbia Co of Japan said this week it has developed a compact disc that can store four times as much information as a conventional CD of the same size. The new disc measures 3.14 inches in diameter, and can hold 80 minutes of music, almost as much as a standard 4.72 inch CD. Originally developed to record music, the disc can also be used to store other data. The company expects to start selling the new disc in two or three years, after new CD players are developed. The disc cannot be used on conventional CD players.

⇒ IBM introduced Personal System/1, a personal computer with powerful features but easy enough to be used by children. IBM priced the new line of four personal computers from \$999 to \$1,999. PS/1 also comes with Prodigy, a computer service

accessing databanks with travel, financial, and shopping information. Prodigy is a joint venture between IBM and Sears, which is putting the computer on shelves at 20 Sears locations.

⇒ In November, Nintendo is expected to start selling a new 16-bit video game computer in Japan. "Super Famicom" will be launched with three related software packages, including Super Mario Brothers 4, and will eventually also be sold in the US and Europe. The new software will not be compatible with Nintendo's earlier game computers.

⇒ A change in the 1986 Computer Fraud and Abuse Act could lead to prosecution and conviction of whistleblowers and journalists as well as spies. The change would eliminate a provision in the current law, requiring proof of espionage, would make it a crime to use or cause the use of a computer to obtain classified information without authorization. The penalties would remain the same as they are now, which calls for violators to spend up to 20 years in prison. As proposed by the Bush administration, an individual could be found guilty if there is proof he or she obtained certain information electronically without it having to be delivered or transmitted to any other person or government. ♦

Call the
Z*Net BBS
201-968-8148

TT030 - Continued from Cover

system) RAM, expandable by an add-on daughterboard containing a further 2 or 8 Mbyte of dual-purpose memory.

- ❑ **TT BURST MODE RAM:** provision for a daughter-board that will accept either 4 x 1 Mbyte or 4 x 4 Mbyte SIMMS, allowing another 4 Mb or 16 Mb expansion. This RAM can only be accessed by the processor, the SCSI DMA Engine, and the SCC Network DMA Engine. The 68030 can take advantage of burst-mode for filling its internal cache from this RAM.
- ❑ 4 socketed 1 Mbit ROMS, providing 512 Kbyte of ROM space.
- ❑ Internal video modes that are a superset of those in the Atari ST/STe series using an analog RGB (VGA-like) color monitor:

| pixels | rows | colors | palette |
|--------|------|--------|-----------------------|
| 320 | 200 | 16 | 4096 (STe compatible) |
| 640 | 200 | 4 | 4096 (STe compatible) |
| 640 | 400 | 2 | 4096 (STe superset) |
| 320 | 480 | 256 | 4096 |
| 640 | 480 | 16 | 4096 |

using a high resolution ECL monochrome monitor:
1280 960 black on white

- ❑ parallel I/O (printer) port
- ❑ internal speaker
- ❑ 2 low-speed asynchronous serial I/O ports at programmable baud rates up to 19.2 baud
- ❑ 2 high-speed asynchronous/SDLC Serial I/O ports. One port can be programmed to be a Local Talk compatible LAN interface with a proprietary single channel DMA controller. The other port is intended for use as an asynchronous AS-232 port with programmable split baud rates.
- ❑ battery backed-up real time clock (RTC) with 50 bytes of non-volatile RAM
- ❑ ST/MEGA compatible intelligent keyboard, with mouse and joystick ports including support for a 3 button mouse
- ❑ Atari ACSI DMA channel (for Atari Hard Disk, Laser Printer, CD-ROM, etc)
- ❑ Floppy disk controller and interface sharing the ACSI DMA channel
- ❑ Musical Instrument Digital Interface (MIDI)
- ❑ STe compatible DMA sound engine with programmable volume and tone control which can play back stereo 8-bit samples at rates up to 50 KHz
- ❑ Atari ST compatible cartridge port (128 Kbyte Storage)
- ❑ SCSI interface using 23-pin connector implemented with the NCR 5380 SCSI controller chip and a proprietary DMA controller
- ❑ Industry standard VME bus for expansion



1st STOP Computer Systems

P.O. BOX 20038 ♦ DAYTON, OHIO 45420-0038



\$89 for 44 Meg?

YOU READ IT RIGHT, FOR \$89 YOU CAN OWN A 44 MEGABYTE REMOVABLE DISK CARTRIDGE FOR YOUR SYQUEST HARD DRIVE!

...the small print, well sort of...

AS WITH EVERYTHING ELSE IN LIFE, THERE'S ALWAYS THE SMALL PRINT. YES, YES YOU CAN BUY OUR 44 MEG DISK CARTRIDGE FOR \$89. BUT YOU WILL NEED OUR ST READY SYQUEST REMOVABLE HARD DISK DRIVE TO USE IT. OUR PRICE IS A RIDICULOUSLY LOW (COMPARED TO EVERYBODY ELSE) \$839!!! AND THAT INCLUDES ONE 44 MEG CARTRIDGE TO BOOT! (NO PUN INTENDED). WE ONLY USE HIGH QUALITY ICD HOST ADAPTERS AND FORMATTING SOFTWARE!

ST Memory Upgrades

| | |
|--|-------|
| Z-Ram - Upgrade 520 or 1040 to 2.5 or 4 Megs | \$115 |
| with chips for 2.5 Megs | \$254 |
| with chips for 4 Megs | \$399 |
| Z-Ram - Upgrade Mega 2 to 4 Megs | \$129 |
| with chips to go to 4 Megs | \$269 |

We carry over 1000 ST software titles at the best possible prices!

ST HARD DRIVES

| | | | |
|----------------------------------|-------|-------------|-------|
| FA*ST 30 | \$659 | 1st STOP 30 | \$569 |
| FA*ST 50 | \$739 | 1st STOP 50 | \$659 |
| FA*ST 65 | \$769 | 1st STOP 65 | \$689 |
| FA*ST 80 | \$809 | 1st STOP 80 | \$719 |
| All hard drives are Seagate SCSI | | | |
| 44 Meg Removeable w/Cartridge | \$839 | | |
| 44 Meg Cartridges | \$89 | | |

IBM Emulators

| | |
|------------------------------|-------|
| PC Ditto (software) | \$79 |
| PC Speed (European Version) | \$319 |
| PC Speed (Michtron Version) | \$369 |
| Supercharger (1 Meg Version) | \$439 |

Macintosh Emulator

| | |
|-------------------|-------|
| Spectre GCR | \$218 |
| Spectre 128K Roms | \$124 |

Duplitwix Blitz

The best and Fastest Disk Duplicator for the ST. Backs up a complete floppy disk faster than the ST can format a disk. More powerful than "software only" packages. Includes Blitz Software and Dual Drive Cable. Requires 2 External Disk Drives

\$33

Oddie & Ends

| Monitor Master | \$32 | Epyz 200XJ | \$14 |
|------------------|-------|------------------|-------|
| Video Key | \$72 | Epyz 500XJ | \$18 |
| Mouse Master | \$27 | Ergotick | \$17 |
| Drive Master | \$32 | Switch Joystick | \$31 |
| Replacement Mice | | Navigator | \$17 |
| Cordless Mouse | \$84 | Quick Joy 5 | \$23 |
| Konyo Jin Mouse | \$49 | Disk Drives | |
| Modems | | Master 5S | \$190 |
| Zoom 2400 | \$109 | Master 3S | \$142 |
| Supra 2400 | \$109 | Alternative 3.5" | \$119 |

Joysticks

ST Xformer Cable

Use with ST Xformer "The 800/XL/XE Emulator". Allows you to run 8 bit programs on your ST. The cable allows you to load programs from 5 1/4" disk or transfer them to 3 1/2" disks. With the cable, you can also load protected programs from 5 1/4" disks. Although the Xformer will not run all 8 bit programs, it runs quite a few and is very useful in transferring files from an 8 bit to your ST. The cable comes supplied with latest version of ST Xformer!

\$19

Note: Even though Derek Mihoocka has released the ST Xformer into the public domain, we feel it's important to pay Derek a royalty for every cable sold. It's our way of saying thanks for such an excellent product.

HOURS: M-F 9 a.m. - 9 p.m. EST
SAT 10 a.m. - 6 p.m.

ALL 50 STATES CALL TOLL FREE

1-800-252-2787

Order Status or Technical Information
Call (513) 254-3160
Mon-Thurs. 6 a.m. - 9 p.m. EST



We have all kinds of things we would like to say here, but this ad is so small to do so, so we are cutting it short. Call us if you can't sleep without knowing. We take VISA, Mastercard and Discover and we have a minimum shipping charge of \$4.

SUPERCHARGER

BY
TALON

THE FIRST EVER EXTERNAL PC BOARD FOR ATARI ST COMPUTERS A FULL MS-DOS PROCESSING SYSTEM THAT SIMPLY PLUGS INTO THE DMA PORT, WITH NO NEED TO OPEN YOUR COMPUTER. SUPERCHARGER IS PACKED WITH FEATURES AND CAN BE USED WITH ALL MACHINES FROM 520ST TO MEGA 4 AND EVEN THE STACY LAPTOP

FEATURES:

- 100% compatible with MS-DOS programs (non protected)
- Norton Factor 4.4
- Supports all hard disks
- Supports serial and parallel ports
- Uses "hotkey" to toggle between Atari and PC programs at the same time without having to reboot in DOS mode
- Turns the Atari mouse into a PC mouse
- Supports internal and external 3.5" and 5.25" floppy drives
- Leaves the cartridge port free for use
- Supports monochrome and color Atari monitors (CGA color and Hercules emulation)
- Supports some AT programs, such as "286 windows"
- Simple to set up and easy to use - no soldering, no wiring, no cutting.
- Does not interfere with other devices such as Spectre GCR, T-16 Board, Moniterm Monitor, etc..

INCLUDES:

- **1meg RAM**, making it extremely fast
- This unique "Dual Ram" feature when in TOS allows SuperChargers 1meg of memory to be used as a "Ram Disk"
- Socketed for an 8087-2 math co-processor. Co-processors can be ordered separately, and can be installed prior to shipping.
- NEC 8 mhz V30 processor
- DMA cable with thru-port
- Built in bus which will be adapted in the future to accept a VGA card
- Comprehensive hard disk utilities software
- An attractive color coordinated ABS plastic case
- **MS-DOS 4.01**
- "Power Take Off" cable is included
- Easy to use operating manual
- Registration card for software updates and 90-day limited warranty.

All this for the incredible price of just

\$450.00*



OMNISWITCH

BY
TALON

Multi-Sync For Atari **\$89.95***

NOW, FOR THE FIRST TIME YOU CAN HOOK UP YOUR ATARI TO A MULTI-SYNC MONITOR WITH THE INCREDIBLE OMNISWITCH.

FEATURES:

- **MULTI-SYNC MONITOR PORTS:** Gives your Atari the ability to use a multi-sync monitor. Color or monochrome with the touch of a button. (low, medium and high resolutions)
- **COLOR AND MONOCHROME MONITOR PORTS:** If you do not have a multi-sync monitor, Omniswitch allows you to plug in color and monochrome monitors and switch between them. No more cable swapping!
- **FLOPPY DRIVE PORTS:** Enables you to use two external floppy drives instead of one! (uses 3.5" and/or 5.25")
- **AUDIO JACK** to plug in to your amplifier.
- **VIDEO JACK** black and white composite signal.

MULTI-SYNC MONITORS AVAILABLE - \$449.00*

TALON TECHNOLOGY

243 N. HIGHWAY 101 • STE. 11 • SOLANA BEACH, CA. 92075

* all prices subject to change • shipping/handling extra

ORDER
TODAY

619 792-6511

OR FAX US AT 619 792-9023

WE ACCEPT VISA/MASTERCARD

ATARI LEADS AT SUMMER NAMM

by Dr. Paul Keith

The 1990 Summer National Association of Music Merchandisers (NAMM) Show was held in late June at the sprawling McCormick Place in Chicago. Our favorite computer company, ATARI, had one of the largest exhibits at the show.

Atari's overhead banners could be seen from anywhere in the massive hall. The Atari booth featured a classroom, bannered as the Atari MIDI Education Center. Atari had some of the finest names in the MIDI field on hand to give presentations on the features of the Atari MIDI offerings, including Steinberg, C-Lab, Electronic Courseware, DigiDesign, Passport, Hybrid Arts, and Dr. T's, Jimmy Hotz, even David Small with a seminar entitled "The Best of Both Worlds; Running Macintosh Software on the Atari ST".

The Atari MIDI Education Center filled the bulk of Atari's space, with the various developers set up along the outside walls of the Education Center. The display was anchored at each corner with two of the most interesting (and controversial) booths of the show. On the left side was Jimmy Hotz, once again showing the Hotz MIDI Translator, and on the right side was Gadgets by Small, showing off the MegaTalk Board as well as Spectre GCR. Dave, Sandy, and Doug had a Moniterm monitor with a T-16 accelerator installed, wowing the Mac users with the speed and ease of use in the remarkable Spectre GCR Mac emulator. Also on display in their booth was a Stacy 4, with a T-16 AND an INTERNAL SPECTRE GCR!! This hybrid high speed portable was causing a lot of Mac users to rethink their hardware purchases. More than one of them was heard to remark on the superb Stacy screen, and the flawless emulation of the Mac, even running MultiFinder! The MegaTalk board, although not yet on the market, was up and running the best of the Mac MIDI software, including Finale, one of the premier Mac MIDI software packages. MegaTalk appears being close to ready although it still stumbled on some of the MIDI files that it played. The MegaTalk "Appletalk" network emulator promises to be the final step to achieve total compatibility with the Mac world. MegaTalk simply plugs into the Mega expansion bus, and brings out two Mac Serial ports to the back of the Mega. Many Mac user/developers stopped by to chat with Dave, only to leave with a new respect gained for the Atari solution to MIDI needs.

Jimmy Hotz was showing the Hotz box again, and this time Atari was even offering them for sale. \$5,000 for the Hotz box had smaller dealers dismayed, but the recording studios were stepping right up to place orders. Some still regard the Hotz box as just a glorified cord organ, while others hail it as a multifaceted tool for musicians, recording studios, and "true professionals". Rumors abound that Jimmy is near completion of a deal with a major recording company to place HOTZ Code on all of their CD's. Imagine being able to connect your synthesizer up to your computer, while accepting input from a Hotz coded CD! Atari was the only computer company on display at this NAMM. Commodore, a last minute booth at the January NAMM in Anaheim, was nowhere to be found. A check through the booths in the exhibit hall found just a scattering of Amigas. Apple was once again a no-show at NAMM, making it two shows in a row! Of course, the famed Mac Portable, while more available (and far more expensive) than Atari's STACY, will not run MIDI software.

Supply of Stacys here in the US continues to be spotty, yet more than one developer at Atari's booth was using their own Stacy to show their wares. A newcomer to Atari's booth was MultiByte Systems, an east cost company selling rechargeable battery packs, and carrying cases for the Stacy.

Atari MIDI rep John Morales was on hand, helping sign up new dealers, and demoing some of the latest MIDI software. He gave a brief demo to some of the attendees of the high quality direct to disk digitizing that can be accomplished on the ST....at a rate of 10 megs a minute! John has installed a 200 meg Conner hard disk inside his Megafile 44. One of his files of digitized recording finished up at just over 53 megs!

It seemed that Atari is making a strong effort to remain a viable force in the MIDI/Sound market. Frank Foster reported that Scott Gershwin of "Born on the Fourth of July fame" is busy at work on other movies, once again using his Atari to handle all of the sound needs. Look for a film this summer called "Solar Crisis" that once again uses the Atari for all of the sound editing. Director Oliver Stone was so pleased with the results of "Born on the Fourth of July" that he has his next movie already gearing up with even more ST's to handle the tasks of movie making. Director Stone has just finished up another movie with Gershwin called "The Doors", a story on rock legend Jim Morrison. If Atari is moving, perhaps it should be to Hollywood!

The rest of the NAMM Show was very ho-hum after visiting Atari's booth. The only other eye catching displays were from companies trying to sell light and sound equipment for mobile DJ's, along with the mandatory fog machines. The rest of the show was pretty well consumed by music supply houses, selling sheet music and guitar strings, foot pedals, and amplifiers. Pioneer was there, showing off their new "Karaoke", kind of an electronic "sing along with a laser disk" product. The Karaoke played musical videos, while you sing along. While the Karaoke is a big hit in Japan, reaction here was less than lukewarm. Hyundai was there with a large display of pianos, from grands all the way to the cheapest uprights. All in all, hardly a shadow of the show that was held in Anaheim in January. Why? One observer was heard to remark that while Chicago is a great crossroads for the country (and therefore a great place for something like CES), it isn't much of a music town. Apparently the executives at NAMM have recognized that. The Summer NAMM of 1991 will be held in July, at the Javitz Center in New York City.

The low turnout for the show didn't seem to be a factor for Atari. They were still briskly hustling people in and out of meetings with Bill Crouch and Frank Foster. About the only "casualty" of the low turnout was the cancellation of the MIDI developers meeting that should have put the MIDI-Tasking module out to the end users. While all of the companies involved with the development of the MIDI-Tasking were there, some of the real "movers and shakers" were not. Apparently, we'll all have to be patient, as the MIDI-Tasking development continues on the PAN Network.

All in all, the Summer NAMM show seemed to bear out once again that Atari is the true market leader when it comes to MIDI. ♦



Don't Miss the Second Issue of **ST JOURNAL**

*The Summer issue of the newest Atari ST magazine is now available! Featuring a comprehensive reviews and cross-comparisons of **DESKTOP REPLACEMENTS** and of **PC EMULATORS**, plus lot of News and veivs, the Summer **ST JOURNAL** is **MUST** reading. **ST JOURNAL's** first issue was a sellout. **Subscribe now!***

\$4.50 at your dealer, or subscribe for \$34.95 for 12 issues, \$20.00 for 6 issues.

(Previous subscribers get 12 issues.)

*Quill Publications, 113 West College Street,
Covina, CA 91723*

*Advertiser and contributor information:
818-332-0372*

MegaCoil

Replacement Keyboard Cables for the Atari Mega

MegaCoil cables are a superior coiled keyboard cable that leaves the competition flat. In addition, Megacoil cables come in a variety of colors (such as Black, Blue, Gray, Red and many others). Now you can "reach out and touch" your Mega from up to 25 feet away! MegaCoil cables also include a lifetime guarantee! Why wait? Order your MegaCoil today!

| | |
|--------------|----------|
| 25' MegaCoil | \$ 19.95 |
| 12' MegaCoil | \$ 14.95 |
| 7' MegaCoil | \$ 9.95 |

Length and color choices are subject to availability.
All prepaid orders recieve free shipping. California users
please add local sales tax. Call for more information.

To order call:

818/813-1051 Voice

818/813-1053 Modem

Available From:

Computer Office Products

16132 Elgenia Avenue

Covina, CA 91722-4026

ATARI ST PUBLIC DOMAIN AND SHAREWARE SHELF

by Mark Quinn and Ron Kovacs

Definitive File Selector

Authors: Matthew Carmody, Ben Cosh, *SHAREWARE*
File name: DEFSEL.ARC, File type: Utility

DEFSEL (along with The Little Green Selector and UIS) is another alternative to the standard file selector. Whether this one's right for you is a matter of personal preference, and deciding which features are important.

Features: 150-letter pathnames possible, Abort loading by holding both shift keys down, Nine different ways of sorting files, Delete mode, Ten 'extender buttons', Diskinfo button, Create folders, Dynamic memory requirement feature, Mouse speed doubling feature, Security delete mode: deleted files are overwritten with garbage, Save DEFSEL configurations, Deinstall feature, Almost every feature has ALT key equivalents.

DEFSEL should be run before any mouse accelerators. This program is not as intuitive as some others I've seen.

The programmers state that the program "shouldn't really conflict with anything". If it does, let them know. (You may wait quite a while for the response, seeing that they are in England.) We experienced some problems on a Mega 2 with TOS 1.2. The programmers also state that version 3.00 (the above is version 2.01) is under development.

Disk Purger

Author: Damien Jones, File Name: PURGER.LZH, File type: Utility

A couple of weeks ago, I said to myself "There ought to be a no-nonsense program that wipes the directory and FAT tables of a formatted disk". Enter Purger, which fills the bill nicely, and also gives you the option of getting a directory of the soon-to-be purged disk. Once the files are purged, they will still be shown by the directory option until a disk change occurs.

If you have any reservations about the urge to purge, I wouldn't suggest using this utility. Files are not recoverable once they are purged.

ST Reader

Author: S.K. Webb, File name: STREADER.LZH, File type: Utility

It seems that every few weeks someone uploads another text reader. This one is hefty, and thus has some nice features, including a second text window, reverse video, the ability to toggle text size (useful for children and those of us with low vision) and load alternate fonts, a search feature, switching to medium resolution when you're reading text files in low resolution, then switching back to low when you exit, converting 1st Word files to ASCII, saving converted files to disk, printing files, block save, block print, repeating the last screen command times, etc.

"Quinn's Quickies"

SIREN2.LZH: Monochrome accessory. Police car zooms across the bottom of your screen at chosen intervals. With sound effects.

101.ARC: Playable game demo. Drive drug runners out of town. Futuristic setting. Fast action.

FRED.LZH: Playable game demo. Nice sound effects in this hack-'n'-slash epic. Pleasing graphics, too.

CRICIT.ARC: Demo. "Integrated cash register and inventory control program". If you want to use an ST for the former in your business, take a gander at CRICIT.ARC. The program looks very extensive, though I didn't know what the hades I was doing. Also check out CRICITAD.ARC for more of a description of what this program does.

DANDARE.LZH: Playable game demo. In this one, you're in a space suit with a "plasma rifle". It takes more than a few shots to kill the mutated green child. Buy weapons, lives, etc.

GGPDEMO.LZH: Knowing absolutely nothing about genealogy programs, I couldn't give this one a decent review above. But if you do, then check it out. It seems easy to use.

PAPACNT.ARC: Update. Newest (and last) version of The Paperless Accountant. Now supports monochrome.

MONOEMU.LZH: Update. A monochrome emulator for color monitors, now modified for use with TOS 1.4.

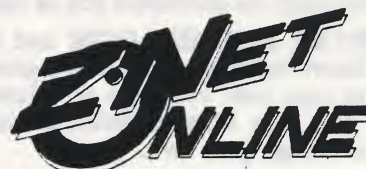
ICBD.LZH: Playable game demo called "It Can't Be Done". Destroying the ship CAN be done.

BBS FILE UPDATE

The Z*Net BBS is running 24 hours a day with the latest issues of Z*Net Atari Online and the new magazine called Mechanics Online.

Recently we received German public domain programs from Michael Schutz during his tour of the country. These files are very difficult to use because of the language problem, but we have put some of them up that were easily identified. If you know someone that might be interested in translating some of these files, please let us know.

Included in the 20 disks of files are games, demos, utilities, data files and disk labeling programs. Most of the files run exclusively in monochrome mode with a few exceptions. Atari PD Journal is the source of the disks and we thank them for sharing the programs.



8-Bit public Domain and Shareware Survey

by Sally Nagy

There has been a resurgence of sorts lately in the amount of new (or perhaps just newly traded) 8-bit ATARI software. While we know that there is likely to be little or no new COMMERCIAL software coming our way in quantity, the software available in the public domain seems to be endless. Other, formerly commercial titles are also entering the PD marketplace. Here is a sampling of some of the software available for our 8-bit Atari computers on the major telecommunication systems. If you DON'T have a modem for your 8-bit ATARI, you are missing out on the steady flow of new and recycled software that is keeping our systems alive.

KALEIDOSCOPE.ARC invented by mathematician John H. Conway, simulates the birth and death of simple, life-forms. The program draws pretty pictures on the screen and runs VERY slowly.

ELECTROCOP.ARC contains maps in Graphics 8 format for Lynx's game Electrocop. Included are Maps for all 12 levels, door codes for all the locked doors, weapon locations, exits and where they lead to.

TIRESIZE.ARC programmed in Kyan Pascal by Walter Moore. It allows the user to select a tire size for a car to correct a known odometer /speedometer error or to select a wider tire size that will not affect the current speedometer/odometer reading. DOS 2.x, SpartaDOS and KIX (a programming environment) are supported.

BATDOER20.ARC is a great utility for BBS Sysops and Hard disk/MIO users. With BATDOER's batch files, one can select between 4 files at bootup using SpartaDOS 2.3, 3.2, or SDX. The archive also includes one "automatic" file which runs if you don't select one of the other 3 files. SysOps will find the automatic feature of BATDoer can be used to re-boot your BBS in your absence should there be a power failure. The time delay feature allows you to select another function if doing a "manual" cold start. BATDoer is completely controlled by a configuration file edited for your needs making computing easier.

BANKS.MAC automates the saving and loading files with the new Textpro TPX which uses the memory banks of the 130XE. Textpro is considered by many to be the most powerful word processing system for the Atari 8-bit computer... and it is SHAREWARE! Edit files of 40K with this accessory program. Instructions are built-in the macro.

TP454X2.ARC contains two customized versions of TextPro+ v4.54. A special LOMEM version useful to users of Basic XE, and a 130XE version which allows bank-switching and editing files of over 40K!

ATARIMIO.ARC format MIO (Multi-Input-Output interface from ICD INC.) ram disks and hard drive partitions in atari format from the command line of SpartaDOS.

EVADER.TXT, EVADER1.DCM, and EVADER2.DCM are from Reeve Software. Evader is a game similar to lunar lander. You must land your ship on a landing pad and then return to your ship. Many different landscapes are included and you can design your own.

GAMEPACK.TXT, GAMEPACK.DCM also from Reeve Software contain three Atari games accessed by a menu.

Battle Tank is a 3D tank combat game. One must fend off oncoming tanks before they capture your fortress. Radar enables you to track the closest tank. Bomber is a Polarix clone. Your objective is to destroy planes flying overhead while they drop bombs on your ship. Space Hunt is where you hunt down alien creatures as they float along Kruno's surface.

WEDGEV21.ARC by Ed Bachman, an updated version of the Wedge, features a resident formatter (sparta compatible) and the ability to run external modules. It also has enhancements to existing commands, ie. a fast screen handler for the text reader, a fast arc-view (for sparta disks), a multi file option for read, what and view. Plus minor bug fixes over version 2.0. This archive also contains a sample external module, as well as text and a conversion utility to create modules. It requires Sparta X3.2d DOS and XL's or XE's with a minimum of 128k!

ADIR.ARC, written by Dan Knauf, allows Sparta DOS users to get an ACCURATE directory from Atari-DOS format and print shop graphics diskettes. Filenames on the Print Shop disks are preceded by one character identifier: g for graphic, b for border, c for calendar and f for font. ADIR does not give a directory of SpartaDOS disks. Read the doc file for more information.

DRAWPAC.ARC is compiled Turbo Basic simple drawing program which uses the APAC 256 color mode. Jim Tesch admits that it isn't a full scale drawing program but he mentions that he might add more features in another version. DRAWPAC allows one to use APAC for something more than displaying Amiga and IBM pic files. Paint your own 256 color masterpieces, design game screens or touch up digitized color photos with this program.

SPACE TROUBLE II comes from the ABBUC User Group in West Germany, a huge 8-bit only club. It's time to crack out your German dictionaries or find someone to translate this adventure game which fills two enhanced density disk sides. It is written in Turbo Basic.

THIS-DAY.ARC will tell you what happened on a given day in history. It gives birthdays, who died, special events and reminders. Modify it by using a word processor.

RUN.ARC was programmed by Dan Knauf who wanted to run a program in memory using SpartaDOS X. This cartridge version of DOS from ICD INC. does not support the RUN command which Dan uses a lot during program development. Dan's program replaces the "missing" function that many users have wanted back.

Call the Z*Net BBS - 201-968-8148 - for all the latest issues of Z*NET ATARI ONLINE, the weekly eye on Atari news and reviews. If your local BBS carries Z*NET, be sure we know, so that we can add your BBS number to our growing international list. Z*NET ATARI ONLINE now appears on over 500 BBS systems worldwide, with an estimated weekly readership of as many as 10,000 Atari users! We can use your input, too. If you would like to write for Z*Net publications, send your contributions to the Z*Net BBS, or by mail or E-MAIL at the addresses on the front of this newsletter supplement. ♦

1990-1991

JACG MEETINGS

September 1990

| S | M | T | W | T | F | S |
|----|----|----|----|----|----|----|
| | | | | | | 1 |
| 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| 23 | 24 | 25 | 26 | 27 | 28 | 29 |
| 30 | | | | | | |

October 1990

| S | M | T | W | T | F | S |
|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 28 | 29 | 30 | 31 | | | |

November 1990

| S | M | T | W | T | F | S |
|----|----|----|----|----|----|----|
| | | | | 1 | 2 | 3 |
| 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 25 | 26 | 27 | 28 | 29 | 30 | |

December 1990

| S | M | T | W | T | F | S |
|----|----|----|----|----|----|----|
| | | | | | | 1 |
| 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| 23 | 24 | 25 | 26 | 27 | 28 | 29 |
| 30 | 31 | | | | | |

January 1991

| S | M | T | W | T | F | S |
|----|----|----|----|----|----|----|
| | | 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| 27 | 28 | 29 | 30 | 31 | | |

February 1991

| S | M | T | W | T | F | S |
|----|----|----|----|----|----|----|
| | | | | | 1 | 2 |
| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 17 | 18 | 19 | 20 | 21 | 22 | 23 |
| 24 | 25 | 26 | 27 | 28 | | |

September

8 JACG MEETING

October

13 JACG MEETING

November

10 JACG MEETING

December

8 JACG MEETING

January

12 JACG MEETING

February

9 JACG MEETING

March

9 JACG MEETING

April

13 JACG MEETING

May

11 JACG MEETING

June

8 JACG MEETING

July

13 JACG MEETING

August

10 JACG MEETING

March 1991

| S | M | T | W | T | F | S |
|----|----|----|----|----|----|----|
| | | | | | 1 | 2 |
| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 17 | 18 | 19 | 20 | 21 | 22 | 23 |
| 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | | | | | | |

April 1991

| S | M | T | W | T | F | S |
|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 28 | 29 | 30 | | | | |

May 1991

| S | M | T | W | T | F | S |
|----|----|----|----|----|----|----|
| | | | 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 | 31 | |

June 1991

| S | M | T | W | T | F | S |
|----|----|----|----|----|----|----|
| | | | | | | 1 |
| 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| 23 | 24 | 25 | 26 | 27 | 28 | 29 |
| 30 | | | | | | |

July 1991

| S | M | T | W | T | F | S |
|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 28 | 29 | 30 | 31 | | | |

August 1991

| S | M | T | W | T | F | S |
|----|----|----|----|----|----|----|
| | | | | 1 | 2 | 3 |
| 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 25 | 26 | 27 | 28 | 29 | 30 | 31 |

May be additions or deletions

JACG INC.

Jersey Atari Computer Group Inc.
P.O. Box 5206
Newark, NJ 07105-0206

BULK RATE

U.S. POSTAGE

PAID

VERNON N.J. #462

Permit #1

JACG NEWSLETTER

JACG Membership Application

DUES: U.S. 3rd Class Mailing, Canada, Mexico \$25.00
U.S. 1st Class Mailing, Foreign Subscription \$31.00

___ Renew ___ New ___ Former
___ 8-bit ___ ST/Mega

Name: _____

Address: _____

City: _____

State/Country/Zipcode: _____

Home Phone Number: _____

Date: _____ 1st Class: _____ 3rd Class: _____

Mail to: JACG c/o Mike Hochman
4 Julies Way Howell, NJ 07731

**Support Your Club and
Get Something of Value
at the Same Time**

Advertising Rates

Full Page (7.5 * 9) \$48.00

Half Page \$25.00

Quarter Page \$18.00

Discount Rates Available on Request!

Executive Commitee

David B. Noyes PRESIDENT
3 Ann Road Long Valley, NJ 07853 (201)-852-3165

John H. Dean VICE-PRESIDENT ST
RFD #2 Box 788 Sussex, NJ 07461 (201)-827-3902

Neil Van Oost, Jr. VICE-PRESIDENT 8-BIT
25 Willow Street Waretown, NJ 08758 (609)-693-4408

Michael Hochman SECRETARY & MEMBERSHIP
4 Julies Way Howell, NJ 07731 (201)-901-9296

Jack Rutt TREASURER
52 Dacotah Avenue Rockaway, NJ 07886 (201)-625-0273

David Arlington EDITOR
Eagle Rock Village Bldg 8 Apt3B Budd Lake, NJ 07828 (201)-347-5227

Sam Cory LIBRARIAN
P.O. Box 368 Blairstown, NJ 07825 (201)-362-5474

David B. Noyes ADVERTISING
3 Ann Road Long Valley, NJ 07853 (201)-852-3165

Gary J. Gorski SALES
313 Sheridan Avenue Roselle, NJ 07203 (201)-241-4554

Gary J. Gorski PRESIDENT EMERITUS
313 Sheridan Avenue Roselle, NJ 07203 (201)-241-4554

Bill Garmany, Jr. MAIL ORDER LIBRARIAN
13 Wellington Livingston, NJ 07039

ASSISTANT LIBRARIANS

[8-Bit] Dave Green, Bill Garmany Jr., Neil Van Oost Jr.
[ST] Peter Rotton, John Dean

BULLETIN BOARD SYSTEM OPERATORS

Gary Gorski, Lars Fuchs, Mark Rotton, Robert P. Mulhearn

JACG BIG BROTHER

Charles J. Miller - (201)-469-6190

JACG BBS - (201)-298-0161

The Jersey Atari Computer Group Inc. (JACG) is an independent, informal organization of Atari computer users. It is not affiliated with Atari Corporation or any other commercial enterprise. Opinions expressed in this publication reflect only the views of the individual author, and do not necessarily represent the views of the JACG. Material in this Newsletter may be reprinted by other Atari Users Groups, provided the author (if applicable) and the JACG are given credit. Only original work may be reprinted. Questions concerning reprinting should be addressed to the Editor.